

[54] **METHOD FOR INTERACTIVE ROTATION OF DISPLAYED GRAPHIC OBJECTS**

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[21] Appl. No.: 703,073

[22] Filed: Feb. 19, 1985

[51] Int. Cl.⁴ G09G 1/14

[52] U.S. Cl. 340/709; 340/706; 340/710; 340/727

[58] Field of Search 340/706, 707, 709, 710, 340/723, 727; 364/521; 273/DIG. 28

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[57] **ABSTRACT**

A method is described for editing a graphic object being displayed by an interactive draw graphic system. The method is directed to a rotate edit action on a graphic object that can be selected from a group of individual objects that are being concurrently displayed in an overlaid fashion on the same screen. The method permits the operator to move the cursor that is involved in the object selection task away from the object after the object selection task is completed so that the cursor can be positioned in an uncluttered area of the screen. The direction of movement of the cursor is along the line extending from the center of the object through a point or line segment of the object that was adjacent the cursor the time the object was selected. When cursor motion is under the control of an input device, such as a mouse, the operator's efficiency and accuracy is increased since the desired amount of rotation becomes easier to obtain as the distance between the object and the cursor increases.

9 Claims, 8 Drawing Figures

